AMENDMENT TO THE CLAIMS

Claims 1-17. (Cancelled).

18. (Currently Amended) A mobile device, comprising:

a text input device;

a graphical user interface (GUI) that includes a plurality of input fields for receiving input for a device application, wherein the plurality of input fields are simultaneously displayed and the GUI is configured to enable a user to select a particular input field from the plurality of simultaneously displayed input fields to enter a textual input using the text input device;

a plurality of mapping tables for translating textual inputs from the text input device into alphanumeric characters, wherein each of the plurality of mapping tables translates into alphanumeric characters of a different language; and

a text input handler that receives the textual input and selects one of the mapping tables to translate the textual input into one or more alphanumeric characters of a particular language for display on the GUI, wherein the one mapping table is selected based on the particular input field selected by the user to enter the textual input;

whereby a keystroke on the text input device may result in a different language output being displayed on the GUI depending on which of the plurality of simultaneously displayed input fields is selected by the user to receive the input.

19. (Previously Presented) The mobile device of claim 18, further comprising:

a plurality of input methods that are used to predict a complete word or phrase from a partial input, each of the plurality of input methods being specific to a different language,

wherein one of the plurality of input methods is selected based on the particular input field selected by the user to enter the textual input and is used to predict a word or phrase from the textual input.

20. (Previously Presented) The mobile device of claim 19, wherein the one input method accesses a word list associated with the device application to predict the complete word or phrase.

21. (Previously Presented) The mobile device of claim 18, further comprising:

a translation module that translates the textual input into an index value, and wherein the text input handler translates the index value into one or more alphanumeric characters of a particular language for display on the GUI.

22. (Previously Presented) The mobile device of claim 21, wherein the translation module translates the textual input into a platform-independent event that includes the index value along with additional event data.

23. (Previously Presented) The mobile device of claim 22, wherein the additional event data indicates a time that the textual input was entered.

24. (Previously Presented) The mobile device of claim 22, wherein the additional event data indicates a number of times that a keystroke was repeated.

25. (Previously Presented) The mobile device of claim 22, wherein the additional event data indicates a state of the text input device.

26. (Previously Presented) The mobile device of claim 18, wherein the text input device is a telephone-style keypad.

27. (Previously Presented) The mobile device of claim 18, wherein the text input device is a keyboard.

28. (Previously Presented) The mobile device of claim 18, wherein the text input device is a virtual keyboard on a touch screen interface.

29. (Previously Presented) The mobile device of claim 19, further comprising:

a loading and unloading mechanism configured to remove one or more of the input methods from the mobile device and add one or more additional input methods to the mobile device.

30. (Currently Amended) A method of processing a textual input on a mobile device, comprising:

receiving a user input to select an input field from a plurality of input fields that are simultaneously displayed on a graphical user interface (GUI);

receiving a textual input from a text input device;

translating the textual input into one or more alphanumeric characters of a particular language, wherein the particular language is one of a plurality of languages available on the mobile device and is selected from the plurality of available languages based on the input field on the GUI selected by the user input from the plurality of simultaneously displayed input fields; and

displaying the alphanumeric characters in the input field;

wherein a keystroke on the text input device may result in a different language output being displayed on the GUI depending on which of the plurality of simultaneously displayed input fields is selected by the user to receive the textual input.

31. (Previously Presented) The method of claim 30, further comprising:

selecting one of a plurality of input methods based one the input field on the GUI selected by the user input, each of the plurality of input methods being configured to predict a complete word or phrase from a partial input and each of the plurality of input methods being specific to a different language.

32. (Previously Presented) The method of claim 31, further comprising:

using the selected input method to predict a word or phrase from the textual input; and

displaying the predicted word or phrase in the input field.

33. (Previously Presented) The method of claim 30, further comprising:

translating the textual input into an index value and using the index value to translate the textual input into the one or more alphanumeric characters.